

DT

Moving Cards

Year 2

What I should already know

- Choosing the correct material based on it's properties. (See Y2 Science-Materials)
- How to use scissors and rulers safely and correctly. (EYFS ELG)



Technical Knowledge and skills

- Evaluate a range of existing moving cards.
- Experiment with a range of different techniques to create a moving mechanism on a card.
- Design a card with a moving mechanism using templates, mock-ups and IT.
- Use a variety of materials and tools safely and effectively to create a card with a moving mechanism.
- Identify ways in which they could improve their products and amend accordingly.
- Evaluate a finished product by identifying what they did well and what could be improved.

Sticky Knowledge

Identify a variety of different cards with moving mechanisms using sliders, levers and wheels.

Identify the main features of cards with moving mechanisms.

Describe how to create a moving mechanism using a slider, lever or a wheel.

Describe which materials and tools they will need to make their card with a moving mechanism.

Identify different ways of combining materials to create a card with a moving mechanism.

Vocabulary

Mechanism	A system of parts working together in a machine.
Slider	A lever that is moved horizontally or vertically to control another object.
Stiffen	Make or become stiff or rigid.
Stable	Not likely to fall.
Assemble	Put together to create a product.
Evaluate	Judge against a set design criteria.
Function	The purpose of an object.
Lever	A solid bar to lift or move something.
Pivot	The central point on which a mechanism turns.
Wheel	A circular object that turns on an axle.
Axle	A rod that passes through the middle of a wheel.